A New R&D Proc for Game Design















Experimental Mobile

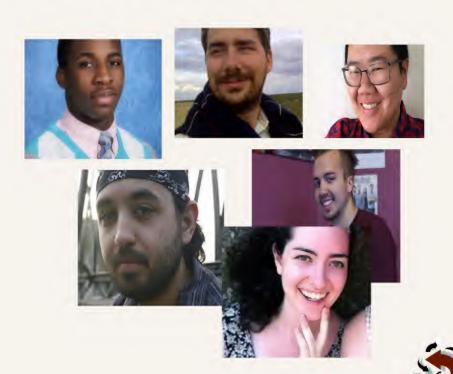
Games

Group



Participants From:

- High-School
- College
- Graduate School



Different Skill Levels



Different Equipment Levels









Starting Goals

- Generate new ideas for the lab
- Include as many of the lab fellows as possible



First Meeting





Emerging Priorities

- Inclusive Process
- Quick, 1-month prototypes
- Promote Intergenerational learning



Meeting 4 - Second prototype is due. 1 Month Life-Cycle The group critiques the project and provides suggestions for future iterations. of a Mobile Experiment Meeting 2 - Vote on ideas submitted by group members. Choose an idea and continue to hone it as a group. flat now is seen a security result no Alliber recomme and in the presenter Linda troping to be an entre to the are In evalit game loans and Germit membeloin. THE TIPLE THE Meeting 3 - First prototype of the game is due. The group discusses progress and next steps. Meeting 1 - A researcher or content expert gives a 20-30 minute mini-lecture on a Ci3-related topic of their choosing. The rest of the meeting time is used to discuss the topic and introduce several possible

game directions.



Speakers



















- created with Linky -



And Bar to Shuffl



Who Benefits?

Students

(participate in the design process)

Prototyper/Developer

(rapid prototyping practice)

Organization

(try new ideas to see what sticks)



How Does it Scale?



Take-Aways

- Not a Gated Community
- Liberating to work on other people's projects
- Jump in



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Thank You!

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